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Playstation 2 Programmable Game Controller

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☐ *Contents*

☐ *Introduction*

Your RadioShack Playstation 2 Programmable Game Controller is a 16-button gamepad you can use with the Sony Playstation® 2 game console. You can program the controller's 10 analog fire buttons and the direction pad (for a total of 14 programmable buttons) to meet your gaming needs, and you can program special combination moves into a single button. The controller is ergonomically designed to fit your hand and meets the demands of the most challenging Playstation 2 games available on the market today.

Your controller's advanced features include:

Pressure-Sensitive Analog Technology — the controller "senses" the amount of pressure you exert on its buttons, then transmits that information to your Playstation 2.

Dual Shock Vibration — the controller vibrates at two different frequencies simultaneously, letting you feel the action as you play.

Two Thumb-Controlled Analog Sticks — provide better control and comfort.

Digital or Analog Mode — let you play games that use either control mode.

Auto Fire — let you fire a continuous blast from buttons you select.

THE FCC WANTS YOU TO KNOW

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the *FCC Rules.* These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Consult your local RadioShack store or an experienced radio/TV technician for help.

If you cannot eliminate the interference, the FCC requires that you stop using your controller.

Changes or modifications not expressly approved by RadioShack may cause interference and void the user's authority to operate the equipment.
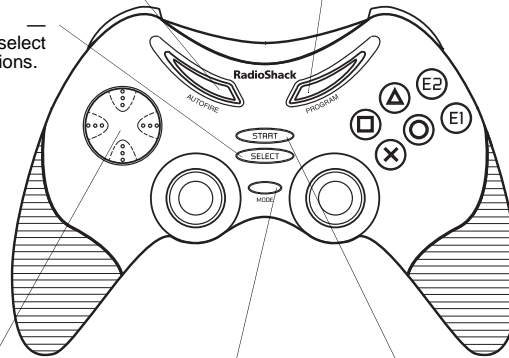
☐ *A Quick Look at Your Controller*

AUTOFIRE — press to set all fire buttons (except the direction pad) so they fire automatically when pressed. Press again to turn off auto fire.

PROGRAM — hold down to program the controller. The PROGRAM indicator flashes when you press **PROGRAM** and turns off when you press **PROGRAM** again.

**SELECT** — press to select items or options.

Direction Pad — this analog control lets you move up, down, left, and right and at angles in different directions (shown as ↑, ↓, ←, and → respectively). For other games, you can select different tangents from up, down, left, and right (for example, ↙ and ↘).

MODE Button and Indicator — press to switch between digital and analog mode.

START — press to start or pause a game, or to enter a "space" when you program a sequence of fire buttons.

Analog Control Sticks/Integral Buttons —
Each control stick contains two axes (X and Y)
and an integral button (L3 and R3). Use the in-
tegral buttons by pressing down on the analog
control sticks.
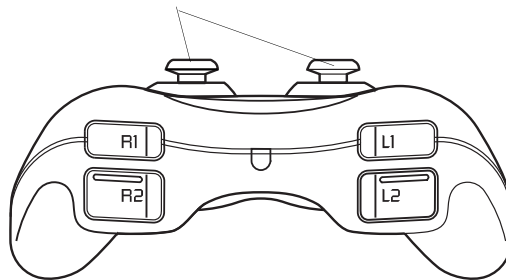
$\bigcirc$, $\triangle$, $\times$, and $\square$ — You can program each of these analog fire
buttons to any available function.

E1 and **E2** — These extra analog fire buttons default as L1 and
R1 respectively. You can program them with the functions of
any other analog fire button.

L1, **L2**, **R1** and **R2** — These analog fire buttons are programma-
ble.

☐ *Programming the Controller*

You can customize the controller to your personal preferences by programming its buttons. You can set the controller's mode, program moves into the controller's buttons, repeat button presses, program button force, program the controller with a series of button presses, and set options including hold down time, space, and hold time. You can program each of the controller's buttons (including ↑, ↓, ←, and → on the direction pad) except for **START**, **SELECT**, **AUTOFIRE**, **L3**, **R3**, **MODE** and **PROGRAM.**

Notes:

- Depending on the controller's mode (see "Setting the Mode"), each button's programmability and available functions might be different.

- You cannot use the controller to play games while it is set to its program mode.

SETTING THE MODE

You can set the controller to either of the following modes:

Digital Mode — simulates the traditional digital game pad configuration. When the controller is set to this mode, MODE does not light. Digital control provides better performance for action and fighting games. To set the controller to digital mode, repeatedly press **MODE** until its indicator turns off.

In this mode, there are 14 keys (including the direction pad and fire buttons) you can use. A series of fire buttons can be programmed into each button. The left and right analog control sticks simulate the direction pad control. The functions of **E1** and **E2** default to **L1** and **R1** respectively.

Note: L3 and **R3** do not work in digital mode.

Analog Mode — simulates Playstation 2 configuration. When the controller is set to this mode, MODE lights green. Analog control provides better response for driving and flight simulation games. To set the controller to analog mode, repeatedly press **MODE** until its indicator lights green.

In this mode, there are 16 fire buttons you can use. The integral buttons in the analog control sticks are **L3** and **R3** respectively. These two buttons cannot be programmed. The functions of **E1** and **E2** default to **L1** and **R1** respectively.

Notes:

- The controller might automatically switch to either mode, depending on the game you are playing.

- You can program the controller's button force in analog joystick mode (see "Programming Button Force" on Page 12).

PROGRAMMING MOVES INTO A BUTTON

In most games, you perform a step or action by pressing a button or a series of buttons. Your controller lets you program the function of one or more of the fire buttons into one or more buttons you select. You can store up to 14 button presses into a single button. This lets you store multiple moves into that but-

ton, letting you automatically make complicated moves by simply pressing the button during a game.

Notes:

- Although you can store combination moves in the controller, the game you are playing must allow combination moves for you to use them.

- Since some complicated moves depend on *hold down time* (the amount of time a button remains active after you press it), *space* (idle time between steps), and *hold time* (the amount of time a button is held down) to work properly, you might not be able to use these steps to program some types of move series into the controller. See "Advanced Programming" on Page 14 for more information about programming space and hold information into a series of moves.

- You can program a single button with the functions of up to 14 fire buttons, and program more than one button with the functions of up to 15 fire buttons. If you program more than one button, you can program the functions of additional fire buttons into one of the buttons. This means that if you program two buttons, one of the buttons can have up to 10 fire buttons, while the other can have no more than 5 fire buttons.

Follow these steps to program moves into a button.

1. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator flashes.

2. Hold down the button you want to program until the controller beeps and the PROGRAM indicator lights steadily.

3. Hold down the fire button whose function you want to pro-gram until you hear a beep, the PROGRAM indicator blinks, and the controller clicks. The function of each fire button you press is saved to the button you pressed in Step 2.

   When the button you pressed in Step 2 is full, the controller beeps three times and will not accept any more keypresses or the function of the last fire button you pressed.

4. Repeat Step 3 for each fire button you want to program into the button you pressed in Step 2.

5. Hold down **PROGRAM** until the controller beeps twice. The PROGRAM indicator turns off.

6. Repeat Steps 1–4 to program another button.

Notes:

• Since **START** also functions as a space in some program-ming options, you cannot use it as the first button in a series or program its function into another button by itself.

• Pressing **SELECT** has no effect while you program the con-troller.

• If you press more than one button while programming the controller and the controller beeps once, it accepted all the buttons you pressed.

• If the controller beeps, you must release any fire button you pressed before pressing more fire buttons.

REPEATING BUTTON PRESSES

Your controller lets you repeat a button press as many times as you want. By pressing **START** and another button together, you can specify how many times you want to repeat a button press. This makes it easier to enter a large number of button presses and uses less of the controller's memory to store button presses.

This table shows the buttons you must press to repeat an action:

Buttons You Press Together	Number of Repetitions
START and □	1
START and ✕	2
START and ○	4
START and △	8

You can also combine the number of times you press **START** and another button to repeat an action more than 8 times. For example, if you press **START** and △ at the same time then press **START** and ○ at the same time, the controller repeats the action 12 times.

In this example, you are programming **L1** with 5 presses of the ✕ button.

1. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator flashes.

2. Hold down **L1** until the controller beeps and the PROGRAM indicator lights steadily.

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3. Hold down ✕ until you hear a beep, then release it. The PROGRAM indicator blinks and the controller clicks. The function of ✕, as if you had pressed it once, is saved to **L1**.

4. Repeat Step 3 four times to manually save the function of ✕ to **L1** a total of 5 times.

   Or, hold down **START** and ○ together to repeat the action four times.

5. Hold down **PROGRAM** until the controller beeps twice. The PROGRAM indicator turns off.

6. Repeat Steps 1–4 to program another button.

PROGRAMMING BUTTON FORCE

In some games, the amount of force you exert on the controller's buttons affects game play. Your controller transmits information to the Playstation 2 console about the amount of force you use to press a button during play.

Notes:

• To use this option, the game you are playing must allow you to use button force as a variable, and you must set the controller to its analog mode.

• The button force for all buttons is preset to NONE, and resets to NONE when you reset the controller.

• You cannot transfer a button force setting to another button.

Your controller's button force option lets you set how the controller will react to the amount of force you use to press a button during game play. You can choose whether you want the controller to transmit no button force information (NONE), a medium level (MEDIUM), or a high level (HIGH). The controller reacts to this setting in these ways:

NONE — If you set the controller to transmit no button force information, it transmits the actual force you used to press the button. This means that the game will react to the actual amount of force you used to press the button (from no force to a maximum level of force).

MEDIUM — If you set the controller to transmit a medium level of button force information, it transmits the amount of force starting at half the maximum level of force, regardless of how lightly you pressed the button. As you increase the force you use to press the button, the controller transmits the actual amount of force you used to press the button.

HIGH — If you set the controller to transmit a maximum level of button force information, it transmits the maximum amount of force regardless of how lightly you pressed the button.

Follow these steps to program button force.

1. If necessary, repeatedly press **MODE** until MODE lights green, then hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator flashes. MODE turns off.

2. Hold down the button you want to program until the PROGRAM indicator lights steadily and the controller beeps. The MODE indicator changes to one of the following.

MODE Indicator	Force Setting
Off	NONE
Blinking green	MEDIUM
Blinking red	HIGH

3. Repeatedly press **MODE** to select the desired force setting (shown in the preceding table). The controller beeps each time you press **MODE**. Then hold down **PROGRAM** until the controller beeps twice. The PROGRAM indicator turns off.

4. Repeat Steps 1–3 to program another button.

ADVANCED PROGRAMMING

"Programming Moves Into a Button" on Page 8 contains steps that help you program the controller's buttons with a series of button presses. However, the amount of time you wait before or after pressing a button and the amount of time you hold down a button can be important while playing a game. Your controller's advanced programming option lets you add timing information to the button presses you program.

Why is Timing Important?

In addition to skill and quickness, the moves you make during some games depend on the following factors:

- *Hold down time* (the length of time a button is active)

- *Space* (the length of time between when you release one button and press another button)

- *Hold time* (the length of time you press a button)

For example, you might have to take the following sequence of actions to stay alive in an adventure game.

1. *Jump over a box by pressing a jump button, staying in the air for 3 seconds.* To set the amount of time you want a button to remain active after you press it, see "Programming Hold Down Time" on Page 15.

2. *Wait 1 second for a rotating sawblade to appear in your path.* To set the length of time that will elapse between when you release one button and press another button, see "Programming Space" on Page 17.

3. *Duck under the sawblade by holding down a duck button for 2 seconds.* To set the length of time you press a button, see "Programming Hold Time" on Page 18.

Programming Hold Down Time

Hold down time lets you set the amount of time you want a button to remain active after you press it.

In this example, you are programming the following buttons into **L2**:

- Press ↑ on the direction pad for $^1/_4$ of a second.

- Hold down **START** and ○ at the same time.

- Press ← on the direction pad for $^1/_4$ of a second.

- Hold down **START** and ○ at the same time.

- Press ↙ on the direction pad for $^1/_4$ of a second.

- Hold down **START** and ○ at the same time.

- Press ↓ on the direction pad for $^1/_4$ of a second.

- Hold down **START** and ○ at the same time.

1. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator flashes.

2. Hold down **L2** until the PROGRAM indicator lights steadily and the controller beeps.

3. Hold down ↑ until the controller beeps. This assigns a hold down time of about $^1/_{16}$ of a second to the button.

4. Repeat Step 3 three times.

   Notes:

   - Each time you repeat Step 3, you add $^1/_{16}$ second to the hold down time. So, for example, repeating Step 3 three times assigns a hold down time of about $^1/_4$ of a second to ↑.

   - If you must repeat Step 3 many times, follow the steps in "Repeating Button Presses" on Page 11.

5. Hold down ← until the controller beeps.

6. Hold down ← and ↓ at the same time until the controller beeps.

7. Hold down ↓ until the controller beeps.

8. Hold down **START** and ○ at the same time until the controller beeps.

9. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator turns off.

Programming Space

The controller normally starts the next programmed step immediately after the previously programmed step ends. However, for some games, a length of time must elapse between two consecutive steps for some special moves to be implemented successfully. This time, called *space*, is the length of time between when you release one button and press another button.

Notes:

• Some game software might require you to set the hold down time and space together.

• If you previously programmed one of the controller's buttons, you might have to clear that programming to program space into a button. See "Resetting the Controller" on Page 19 for more information about clearing programming from a button or the entire controller.

In this example, you are programming **START** into **R2** to be one idle period ($^3/_4$ of a second).

1. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator flashes.

2. Hold down **R2** until the PROGRAM indicator lights steadily and the controller beeps.

3. Hold down ←, ↓, and ✕ at the same time until the controller beeps.

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4. Hold down **START** until the controller beeps.

5. Hold down ✕ until the controller beeps.

6. Hold down **START** until the controller beeps.

7. Hold down ✕ until the controller beeps.

8. Hold down **START** until the controller beeps.

9. Repeat Step 8 three times.

    Notes:

    •   To assign more or less space to **START**, simply repeat Step 8 fewer or more times.

    •   If you must repeat Step 8 many times, follow the steps in "Repeating Button Presses" on Page 11.

    •   You cannot program **START** to be the first step or the only fire button.

10. Hold down △ until the controller beeps.

11. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator turns off.

Programming Hold Time

In some games, you might have to adjust the amount of time that a button remains active after you press it. Hold down time lets you set the amount of time you want a button to remain active after you press it.

Note: If you previously programmed one of the controller's buttons, you might have to clear that programming to program space into a button. See "Resetting the Controller" on Page 19 for more information about clearing programming from a button or the entire controller.

In this example, you are programming **L1** with the following sequence:

- Hold down **R1** for $^3/_4$ of a second

- While holding down **R1**, press ↘ on the direction pad and ○ at the same time.

1. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator flashes.

2. Hold down **L1** until the PROGRAM indicator lights steadily and the controller beeps.

3. Hold down **R1** and ↘ until the controller beeps.

4. Hold down **R1** and ○ at the same time until the controller beeps.

5. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator turns off.

RESETTING THE CONTROLLER

Follow these steps to reset an individual button on the controller.

1. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator flashes.

2. Press the button you want to reset twice. The controller beeps and the PROGRAM indicator flashes each time you press the button.

3. Hold down **R2** until the controller beeps.

4. Hold down **PROGRAM** until the controller beeps twice and the PROGRAM indicator turns off.

Note: Resetting all of the controller's buttons erases all previously programmed information.

Follow these steps to reset all of the controller's buttons.

1. Turn off the Playstation 2 console.

2. While holding down **L2**, **R1**, and ○ at the same time on the controller, turn on the Playstation 2 console.

3. When the controller beeps three times, release **L2**, **R1**, and ○.

❐ *Operation*

Important: Do not connect or disconnect the controller from the Playstation 2 console while it is turned on *unless* you are swapping the controller's analog control stick functions (see "Swapping Analog Control Stick Functions" on Page 22).

To operate the controller, plug it into either one of the Playstation 2 console's front connectors. Then set **MODE**, **PROGRAM**, and **AUTOFIRE** to the desired function (see "Troubleshooting" on Page 23, "Programming the Controller" on Page 7, and "Us-

ing Auto Fire" on Page 21). Then insert the desired game into your Playstation 2 and play it as usual.

Note: Your controller features dual vibration technology with two motors. Vibration works only if your game supports it. The vibration may be strong or slight while playing a Dual Shock™-compatible game.

USING AUTO FIRE

Your controller's auto fire feature lets you designate one or more of the controller's buttons as auto fire buttons, letting you fire a continuous blast by pressing those buttons. You can turn auto fire on or off during a game.

Notes:

- Auto fire works only if your game supports it.

- The auto fire setting for all buttons is erased when you reset the controller.

1. To select the button you want to program as an auto fire button, hold down **AUTOFIRE** then press the button you selected. The AUTOFIRE indicator lights.

2. Repeat Step 1 for each button you want to program as an auto fire button.

3. To confirm if a button is an auto fire button, press it. The AUTOFIRE indicator flashes if the button is an auto fire button.

4. Repeat Steps 1 and 2 to remove auto fire from a button.

SWAPPING ANALOG CONTROL STICK FUNCTIONS

Your controller lets you swap the functions of its analog control sticks. For example, this is useful if a game you are playing assigns commonly-used features to an analog control stick on a side where you are slower, and you want to swap those features to the other side.

Use either of the following methods to swap the functions of the controller's analog control sticks and their integral buttons so one stick controls the functions of the other.

If your Playstation 2 console is turned on and the controller is not connected to it:

1. While holding down **SELECT** and **START** at the same time on the controller, plug the controller into the Playstation 2 console.

2. When you hear a beep, release **SELECT** and **START** at the same time.

If your Playstation 2 console is not turned on and the controller is connected to it:

1. While holding down **SELECT** and **START** at the same time on the controller, follow the instructions in the Playstation 2 Owner's Manual to turn on the Playstation 2 console.

2. When you hear a beep, release **SELECT** and **START** at the same time.

Note: If you turn the Playstation 2 console off or unplug the controller, this setting is erased.

☐ *Troubleshooting*

If your controller stops working or cannot be reprogrammed properly, make sure it is plugged securely into your Playstation 2 console. Also, make sure the controller is not set to its program mode. You cannot use the controller to play games while it is set to its program mode. Finish programming the controller to resume game play. If the controller still does not work properly, reset it (see "Resetting the Controller" on Page 19).

CARE

Keep the controller dry; if it gets wet, wipe it dry immediately. Use and store the controller only in normal temperature environments. Handle the controller carefully; do not drop it. Keep the controller away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the controller's internal components can cause a malfunction and might invalidate its warranty. If your controller is not performing as it should, take it to your local RadioShack store for assistance.